Micro Barmate™

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Micro Barmate is throwin' a party and you're invited.
It's the best bartender around!

A Product of
The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+, IIe, or Franklin Ace™ 1000
48K • One Disk Drive
DOS 3.3 • Printer (optional)

PACKAGE CONTENTS

Micro Barmate Program Diskette
Recipe Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Let us introduce you to Micro Barmate—the computer-age bar guide for parties and entertainment. The program comes complete with drink recipes ranging from how to make a martini drier than the Sahara Desert to the delicious surprise of a Pink Lady! Whether you're making cocktails for two or two hundred, Micro Barmate is the advisor you can always count on. Further, Micro Barmate never says "no": it's always in the mood for a party, and always ready to discuss its favorite topic—alcohol!

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Micro Barmate Manual v.1
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I. Getting to Know Micro Barmate

Micro Barmate is the computer-age bar guide for parties and casual entertainment. It comes complete with hundreds of sumptuous drink recipes on a recipe diskette. You can type in the name of a drink and bring up the recipe. Or you can type in a specific desire such as "highball" and/or "fruit," and Micro will give you a listing of all the drinks that fit your specification(s). It also allows you to add recipes to its recipe diskette, and to create entire recipe diskettes of your own. All in all, Micro Barmate is one of the world's outstanding authorities on alcoholic beverages.

WARRANTY CARD

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide the best possible customer service, including information on program updates and replacement of damaged diskettes.

The objective of The Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

The Software Guild, Inc.
Customer Service
2935 Whipple Road
Union City, CA 94587

Consult your local Softsmith dealer for a catalog of our programs and a demonstration of any of our software products.

HOW TO OBTAIN A BACKUP COPY

The Micro Barmate program diskette is protected against duplication. To obtain a backup copy, please send a check or money order in the amount of ten dollars ($10.00) to the above address.

SPARKING UP A CONVERSATION WITH MICRO BARMATE

As you sit with your new program—lights low, soft music playing, drink in hand—you may be nervous, at a loss for what to do or say. Begin thinking about the following types of questions, which Micro Barmate loves to answer.

- What exotic drink can I make? I have tequila, cointreau, and lime juice available.
- It's a real warm day. What's a summer drink that uses gin?
- I'm having a holiday get-together. What sort of punch can I make with rum?
- How do I make a Zombie?
- What goes in the mixing glass first—liquor or fruit juice?
- Does blackberry liqueur float on vermouth?
- What's the difference between blended and bonded whiskey?

As you think, "This could be the start of something big," you may be asking yourself,

WHAT EQUIPMENT DO I NEED?

To use Micro Barmate you need

- an Apple II/II + /IIe or Franklin Ace 1000 computer,
- 48K of memory,
- DOS 3.3,
- one disk drive, and
- the Micro Barmate software and recipe diskettes.

Although not required, you'll find using Micro Barmate to be more convenient if you have a printer with which to print your drink recipes.

HOW TO USE THIS MANUAL

This manual is brief since Micro Barmate is so easy to use. Read it through once, then boot up the program and experiment with each function as explained in chapters one through three. Thereafter, you can refer to this manual as a quick reference when you get stuck or need clarification. Oh, and if you come across a word which doesn't look like English, it's not—it's computer jargon! We've tried to use

as few of these "buzzwords" as possible. Any that are used are defined in the glossary, at the end of this manual.

MICRO BARMATE MENUS

Micro Barmate is, to use a computer term, "menu-driven." This simply means that at various points in the program, Micro Barmate will present you with a series of options called a menu. You select the one you wish by pressing a single key. The Main Menu is a good example of this. It contains a list of numbers and the functions they represent. At the bottom of the screen is a blank box where you enter the number of the function you wish. The "cursor" (a small blinking square) is generally located at the point where your selection is to be entered.

MICRO BARMATE KEYS

Micro Barmate is easily manipulated by a few special terminal keys. These keys allow you to proceed to the next computer screen, revert back to the previous screen displayed, maneuver within screens, or print out the current screen.

Note: When you see the abbreviated word "control" followed by a letter, like CTRL-X, simply press the letter key while holding down the CTRL key.

The special keys that Micro Barmate uses are as follows:

RETURN — signifies a completed entry and advances you to the next data input area on the screen.

→ — moves from one input area to the next.

← — moves the cursor back one space. Use this key to correct typing mistakes by typing the correct letter over the incorrect one.

SPACE BAR — removes unwanted characters (after backspacing).

CTRL-C — tells Micro Barmate you are done filling in the screen, regardless of what data input area you are positioned at. You will proceed to the next screen.

CTRL-P — prints the current screen on your printer, assuming it is connected.

ESC — moves the program back to the previous screen.

II. Basic Functions

Now that you generally understand the way Micro Barmate works, let's boot up the program and learn how to retrieve recipes and use the indexes.

GETTING STARTED

To get started with Micro Barmate simply follow these steps. (This is called "booting.")

1. Turn off the computer to clear the memory, and turn on the monitor.

2. Open the disk drive door by pulling out and up on its bottom edge. Slip the program diskette into drive #1 with the labeled edge being the last to enter the drive.

3. When the diskette is entirely in the drive, close the drive door.

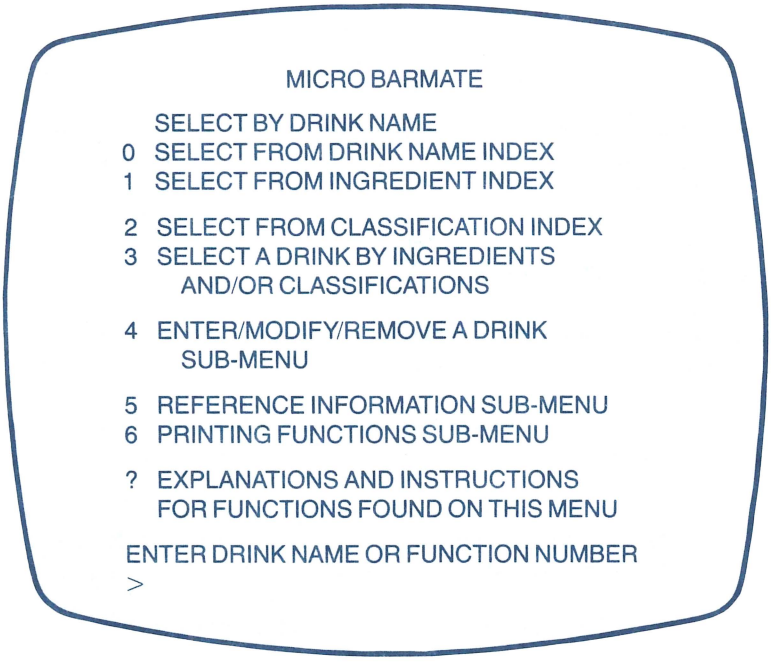
4. Turn the power switch to the on position. You will hear a "beep" from the computer, and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will see the Softsmith logo and Micro Barmate title appear on the screen. If you don't, please try turning your computer off briefly, and then on again. After approximately 30 seconds the in-use light will go off and the computer will beep. The software has been loaded. Micro Barmate is now ready and asking for the drink recipe diskette. Remove the program diskette from drive #1, insert the drink recipe diskette and close the door. Press any key when you're ready to proceed. You should now have the Micro Barmate Main Menu on the screen.

THE MAIN MENU

The Main Menu contains a list of numbered functions that Micro Barmate can perform, along with a blank field which you fill in to

indicate your choice. You will be returning frequently to this menu because all major Micro Barmate functions are initiated from here.


MICRO BARMATE
SELECT BY DRINK NAME
0 SELECT FROM DRINK NAME INDEX
1 SELECT FROM INGREDIENT INDEX
2 SELECT FROM CLASSIFICATION INDEX
3 SELECT A DRINK BY INGREDIENTS AND/OR CLASSIFICATIONS
4 ENTER/MODIFY/REMOVE A DRINK SUB-MENU
5 REFERENCE INFORMATION SUB-MENU
6 PRINTING FUNCTIONS SUB-MENU
? EXPLANATIONS AND INSTRUCTIONS FOR FUNCTIONS FOUND ON THIS MENU
ENTER DRINK NAME OR FUNCTION NUMBER
>

The Main Menu allows you to:

- directly retrieve a drink recipe,
- view indexes (drink names, ingredients and classifications) from which you can choose a drink recipe,
- proceed to one of the three sub-menus where you can utilize other Micro Barmate features, or
- get additional instructions on the functions provided by the Main Menu.

Retrieving a Drink Recipe

Retrieving a drink recipe from the Main Menu is easy. A blank field across the lower portion of your screen provides space where you can enter the name of the drink recipe you wish to retrieve. The cursor will be blinking. Above this area is the message ENTER DRINK NAME OR FUNCTION NUMBER. Type in the name of the drink recipe you wish, followed by RETURN or CTRL-C. Micro Barmate will search the diskette for the correct drink recipe and retrieve it, if it

exists. For example, in order to find out how to make a beachcomber, simply enter

BEACHCOMBER (RETURN)

The drink recipe will appear on the computer screen. (You'll have to mix the drink yourself—Micro Barmate doesn't have a liquor license.) Follow the recipe carefully; then enter any key to return to the Main Menu.

INDEXES

Micro Barmate manages your drink recipe data so that you can search for and retrieve your recipes very rapidly. To provide this efficient search and retrieval capability, Micro Barmate maintains several indexes which file your drink data logically. Each drink name is maintained in one index. Each drink ingredient and classification is also sorted in separate indexes. These are available to you to help select a desired drink.

Drink Name Index

To obtain an index of drink names that are stored on your recipe diskette, enter 0 followed by (RETURN) from the Main Menu. Each index screen contains the names of up to 32 drinks. The drink name index offers you four options:

- Retrieve the desired drink recipe by entering a drink name at the bottom of the index screen.
- Use the "index mode" to select a drink recipe without even typing its name. → and ← move the cursor around the index. Once positioned at the desired drink name (or drink ingredient or classification in other indexes), simply press (CTRL-C) to make your selection. A selection from the index mode is equivalent to typing in the name at the bottom of the index screen.
- "Page forward" to the next drink name index screen by pressing (CTRL-C).
- Return to the Main Menu by pressing (ESC).

Experiment with these options until you feel comfortable with them. Then press any key to go back to the Main Menu.

Ingredient Index

To obtain an index of all ingredients used on the drink recipe diskette, press 1 followed by (RETURN) from the Main Menu. This index is very similar to the drink name index, except it presents a listing of

all the ingredients used (i.e., cointreau, tequila, lime juice). By selecting an ingredient in the space provided at the bottom of the index screen (or through the index mode), you can obtain an index of recipes using that ingredient.

The ingredient index offers you four options:

- Obtain an index of drink recipes using a certain ingredient by entering that ingredient at the bottom of the index screen.
- Obtain an index of drink recipes by selecting an ingredient via the index mode, as described in drink name index.
- Obtain additional ingredients by pressing CTRL-C.
- Return to the Main Menu by pressing ESC.

For instance, enter

TEQUILA RETURN

You'll obtain an index of all drink recipes that use tequila.

Classification Index

To obtain an index of all drink classifications (i.e., collins, liqueurs, summer coolers, vodka, etc.), choose 2 followed by RETURN from the Main Menu.

The classification index offers you three options:

- Obtain an index of drink recipes which meet a certain classification by entering the classification at the bottom of the index screen.
- Obtain an index of drink recipes by selecting a drink classification via the index mode. Use ← and → as described in drink name index.
- Return to the Main Menu by pressing ESC.

For example, enter

BRANDY RETURN

You'll obtain an index of all drink recipes classified as brandy.

III. There's More to Micro Barmate

Now that we've covered the basic functions of Micro Barmate, you are ready to try some of its more sophisticated options. This chapter shows you how to use the Reference Information sub-menu—a vast storage of alcoholic beverage-related knowledge. It then details Micro Barmate's ability to search for a drink by ingredient and classification simultaneously, and to Enter, Modify and Remove recipes.

THE REFERENCE INFORMATION SUB-MENU

Micro Barmate comes complete with valuable reference material in the Reference Information sub-menu—option [5] from the Main Menu. With this sub-menu you can obtain

- a measurements table,
- bar-stocking hints,
- a glossary of alcohol-related words and terms,
- liqueur weights,
- calorie information,
- a PROOF table,
- an Alcohol Limit guide,
- instructions for making your own liqueurs,
- a holiday beverage guide, and
- a party planning guide.

Each function on this sub-menu has a corresponding function number [0] through [A]. Simply type in the function number you desire followed by [RETURN]. You can return to the Main Menu by pressing [ESC]. (You will have to press it more than once if you "paged forward" more than once.)

SELECT DRINKS BY INGREDIENT/CLASSIFICATION

Micro Barmate's ingredient and classification indexes provide the ability to search for one or more ingredients and/or drink classifica-

tions simultaneously. For instance, you can use this search capability to find

- fizz drinks made with gin,
- daiquiri drinks made with rum and lime juice, and
- fruity summer drinks.

To perform this type of search simply:

1. Press [3] and [RETURN] from the Main Menu. The SELECT A DRINK BY CRITERIA screen will appear. This screen contains 7 spaces for your criteria.
2. Enter any drink classifications you desire in the first two input areas (i.e., low calorie, summer). You may leave one or both of these areas blank if you wish. Use [→] or [RETURN] to advance to the next input area, and [←] to correct a mistake.
3. Enter any drink ingredients you wish to use in the search. You have the option of entering up to 5 ingredients.
4. After entering the classifications and/or ingredients desired, press [CTRL-C] to activate the search. Micro Barmate will quickly search your drink recipe collection. It then reports back the number of drinks that have met all your criteria.
5. If any drink recipes have been selected, enter [CTRL-C] to obtain a list of them. If the message NO RECIPES SELECTED appears, press [RETURN] to try again, and [ESC] to return to the Main Menu.
6. To bring a recipe to the screen, enter its name.
7. To return to the Main Menu, press [ESC].

THE ENTER/MODIFY/REMOVE SUB-MENU

This sub-menu is used to

- enter and store your own drink specialties,
- modify existing drink recipes, enabling you to re-classify drinks, change ingredients, directions, etc.,
- remove unwanted drink recipes, and
- alter Micro Barmate default attributes (printing, sorting and retrieval).

Entering Your Own Specialty

Micro Barmate allows you to enter and store your own drink specialties on the Recipe diskette which came with this Softsmith package.

You search for and retrieve them in the same way you do the drink recipes Micro Barmate comes with! The recipe diskette has the capacity to store 255 recipes. So if you have lots of friends with different drinking tastes, you'll have to create extra recipe diskettes. To do so, see Appendix B.

In order to enter your own drink recipe, you must first be at the Enter/Modify/Remove sub-menu by pressing [4] and [RETURN] from the Main Menu. From there, press [1] followed by [RETURN] to request the entry function.

The first of three input screens will appear. It contains several data input areas. The first screen allows you to enter the drink name, classifications, and up to eight ingredients.

The cursor will be positioned on the first data input area, the drink name. Type the name of the drink recipe you're entering. The drink name must be unique—the name cannot already be in use on the recipe diskette. If you're not sure whether the name you've chosen is unique, don't worry—Micro Barmate checks it out. After typing in the drink name, use [→] or [RETURN] to advance to the next data input area.

You're now positioned at the first of two drink classification areas. You can enter one or two (or zero) drink classifications for each drink recipe. Typical classifications are: collins, fizz, low-calorie and summer. You can enter anything you wish. To bypass these input areas, or any others, simply press [→] or [RETURN].

Now that you're done entering the drink classifications, begin entering the quantity and measure for each ingredient (i.e., 1 ½ OZ RUM where 1 ½ is the quantity, OZ is the measure, and RUM is the ingredient). Avoid descriptive data in the ingredient name. Once you've completed this screen, press [CTRL-C] to proceed to the next input screen.

The second screen presents a glass guide where you can select the appropriate glass used to serve the drink. Enter the corresponding glass number (1 to 8) and [CTRL-C] or [RETURN].

The final screen provides an area for you to enter the directions on how to prepare the drink. Once you've entered the directions (pressing [RETURN] to go to the next line), press [CTRL-C] to store the drink recipe on your recipe diskette. You will be returned to the Enter/Modify/Remove sub-menu.

Modifying an Existing Recipe

The same three screens used to enter the drink recipe are used to modify it. The three modification screens will contain the data previously entered in the input areas. You can change all or part of the drink data.

To modify an existing drink recipe simply:

1. Press [2] followed by [RETURN] from the Enter/Modify/Remove sub-menu. A screen will appear requesting the name of the drink you wish to modify.
2. Type the name of the drink in the input area provided, followed by [CTRL-C] or [RETURN].
3. The familiar first screen will appear. Notice that the drink name cannot be changed. Move to the next input area, classification, using either [→] or [RETURN]. Modify the drink classifications, ingredients, quantities, and measurements as you wish. Use [→] and [←] to maneuver about the screen.
4. Once you've finished modifying the first screen, press [CTRL-C] and repeat the same process for the glass selection and directions screens. Once you've modified the final screen, press [CTRL-C] and Micro Barmate will modify the recipe on your Recipe diskette.

Removing an Unwanted Recipe

Micro Barmate allows you to remove unwanted drink recipes from the drink recipe diskette. The removal is permanent, and should be used with great care.

To remove an unwanted drink recipe:

1. Press [3] followed by [RETURN] from the Enter/Modify/Remove sub-menu. A screen will appear requesting the drink name to remove.
2. Type in the name of the drink recipe in the data input area followed by [CTRL-C] or [RETURN] to remove the drink recipe.

IV. Altering Defaults and Printing

This chapter explains two optional Micro Barmate features. The first is the Sort Option, which presents the indexes in alphabetical order. The second is the Extensible Search Option which provides a more comprehensive search on indexes. These features are called "defaults" because, by default, they are turned off. This chapter tells you how to turn them on if you desire to do so. Then, this chapter explains two printer defaults which you cannot ignore if you plan to print a recipe or index. These involve the location of your printer card, and the designation of control characters or numbers which tell Micro Barmate what kind of printer you have. The program defaults to slot #1 and a specific set of numbers, and these defaults must be changed if your card is in a different slot, or the numbers do not match with those designated for your printer. After you make Micro Barmate compatible with your printer slot and control characters, you'll see how to print indexes and recipes.

TURNING ON THE SORT OPTION

Micro Barmate stores drink names, ingredients and classifications in random order. However, by turning on the Sort Option, your indexes will be sorted in alphabetic order. (The first two characters of each drink name are treated as significant.)

After pressing [4] and [RETURN] from the Enter/Modify/Remove submenu your cursor will be positioned after the line

SORT (1 = ON):

If you prefer your indexes to be presented in alphabetical order, replace the [0] following that line with a [1]. Press [CTRL-C] to save your alteration. [ESC] returns you to the previous menu.

TURNING ON THE EXTENSIBLE SEARCH OPTION

Micro Barmate also contains an Extensible Search Option (ESO). If the Extensible Search Option is turned on, Micro Barmate will perform a more sophisticated search on ingredients. First, if the ingredient is specified in a plural context (i.e., "lemons"), and the ingredient does not exist, a search for the singular form ("lemon") will occur. Naturally, the inverse action occurs if originally specified in

singular form. If neither the singular nor plural form of the ingredient exists, Micro Barmate will break down the ingredient name to its components (i.e., SUGAR SYRUP becomes SUGAR and then SYRUP) and search for these. After pressing [4] from the Enter/Modify/Remove sub-menu, you'll see a line which reads

ESO (1 = ON):

Replace the [0] with a [1] to turn on the ESO. You must press [CTRL-C] to save your alteration. [ESC] will return you to the previous menu.

CHANGING THE PRINTER CARD LOCATION

The printer slot defaults to 1; it assumes your printer card is connected in slot #1. You can update this to suit your needs (if your printer card is in slot #2–#6). After pressing [4] from the Enter/Modify/Remove sub-menu, you'll see the word PRINTSLOT followed by a [1]. If you need to change this slot number, type the slot number for your printer card over the [1]. Press [CTRL-C] to save your alteration. [ESC] returns you to the previous menu.

CONTROLLING THE PRINTER OUTPUT

By pressing [4] from the Enter/Modify/Remove sub-menu, you'll also see a sequence of five numbers following the words CONTROL CHARACTERS. The first three are leading control characters which Micro Barmate sends out to your printer prior to printing. These characters typically control the printing font (small, normal, elongated) on dot matrix printers. Micro Barmate also sends out two trailing control characters after each line of output. These are the last two numbers. These five ASCII control characters can be altered for your particular printer. Simply change the last two numbers to accommodate your printer, as shown below. Press [CTRL-C] to save your alteration. [ESC] returns you to the previous menu.

Printer Make	Lead	Trail
Apple Silentype	09 75 30	13 32
Centronics	09 75 30	13 10
Epson	09 75 30	13 10
Okidata	09 75 30	13 32

If your printer is not shown above, consult your printer manual for the appropriate trailing characters.

PRINTING

And now you're ready to print! You can either print out a listing of a name, classification, or ingredient index, or you can print out a recipe or shopping list.

Printing an Index or Shopping List

The Printing Functions sub-menu is subordinate to the Main Menu and is used to print a sorted index of all drink names, ingredients or classifications, or to print a shopping list. Each of these functions has a corresponding function number on the sub-menu—1, 2, 3 or 4, respectively. **To print an index,** simply type in the desired function number followed by RETURN; the index will be printed out (provided your printer is connected and turned on!). You can return to the Main Menu by pressing ESC. **To print a drink shopping list**, type 4, followed by RETURN. Type in the drinks you plan to make, pressing RETURN after each drink name. Press CTRL-C to print a shopping list of the ingredients you will need to make those drinks.

Printing a Drink Recipe

Printing a drink is done using the print key, CTRL-P. To print a drink recipe:

1. Make sure your printer is connected.
2. Retrieve the desired drink recipe (usually from the Main Menu).
3. Turn on your printer.
4. Press CTRL-P.
5. Return to the Main Menu by pressing ESC.

Appendix A
Avoiding and Correcting Disk Problems

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Given normal use, it should provide you with many hours of consistent operation. To avoid or remedy problems with the program, please refer to the next sections.

IMPORTANT TIPS

To facilitate your use and enjoyment of Micro Barmate we have included the following entry and modification hints.

- Try to name your drink classifications and ingredients in a consistent manner (e.g., lemon for lemon and lemons). Avoid descriptive data in the ingredient name (e.g., use Creme De Menthe instead of White Creme De Menthe).
- Never press the RESET or BREAK keys while your disk drive is in use.
- Never open the disk drive door while your disk drive light is on.
- Do not press CTRL-C while the "in-use" light is on. Results are unpredictable and damage to your program may result.
- Make sure the shift lock light is on if running this program on the Franklin Ace. This program recognizes only capital letters.
- Do not try to make a copy of this diskette. If during normal use something goes wrong with your diskette, please refer to the Troubleshooting section of this manual.
- Handle your diskettes carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.
- Your time and creativity have been spent entering your drink specialties—back them up often and use high quality diskettes. Refer to Appendix B for specific information on backing up your diskettes.

STORAGE CAPACITY AND LIMITATIONS

A Micro Barmate drink recipe diskette can store up to 255 recipes. The actual number of recipes depends on the number of:

- items entered for each recipe,
- unique ingredients used in your recipe diskette (a maximum of 255),
- unique recipe classifications used to classify your recipes (a maximum of 60), and
- modifications, entries and removals that have been performed.

Modifying existing recipes can render some diskette space unusable. You can recover this space by using the maintenance/reorganization procedure described in Appendix B. Micro Barmate allows you to create additional drink recipe diskettes which can each hold 255 recipes. Appendix B also details this process.

TROUBLESHOOTING

1. If the program never starts or dies soon after starting:

- Check the instructions on how to start the program. Try them again, following all steps exactly.
- Check to see that you have the disk in the correct disk drive.
- Make sure that you have all the equipment necessary to run this program, and that it is properly connected. See the front page of this document for a list of necessary equipment.
- Make sure your disk drive is working properly. Try another disk that you know to be good. If it does not start properly, stop the computer immediately and disconnect the drive. Do not use the drive again until it has been checked, or it may damage other disks.

2. If your disk becomes damaged:

- Given normal use, it should not be possible to damage your disk. However, if the disk or program on it does become damaged, please return it to us with a short description of the problem. The Software Guild will replace your disk promptly, according to warranty provisions.

3. If you have other problems:

Please contact our Customer Service Department at the following toll free number: 1 (800) 341-4000. We have the experience and service network to assist you.

ERROR MESSAGES

Micro Barmate automatically informs you of any error conditions encountered. There are two types of error messages which may flash on your screen. The first type is not serious and is usually the result of a typing mistake. To recover from this type of error and re-try your request, simply enter any key on the keyboard.

The second type of error message is probably a result of physical problems regarding your recipe diskette, and is differentiated from the type explained above by an exclamation mark (!) which trails the message. These errors are more serious, and may require some corrective action in the near future. Some examples of this type of error are: DISK I/O ERROR!, DISKETTE FULL! If an error message is encountered, locate it below and follow the corrective action suggested.

CLASSIFICATION LIMIT EXCEEDED!

Problem: An attempt to store more than 60 unique classifications on a drink recipe diskette is being made.

Solution: Proceed with the Entry/Modification. (Future retrievals may not produce accurate results.) Modify drink recipe(s) so as to remove excessive classification names.

CLASS 'class-name' NOT FOUND

Problem: The classification being requested from an index does not exist on the drink recipe diskette.

Solution: Check the classification spelling. Reenter an alternative classification name.

DATA INTEGRITY ERROR!

Problem: The drink data retrieved is invalid or contaminated. This is usually attributable to a physical I/O problem during an entry or modification.

Solution: Remove the drink recipe and reenter it.

DISK I/O ERROR!

Problem: A physical problem has been encountered while attempting to read/write/format from your disk drive.

Solution: Check your disk drive. Make sure the disk drive door is closed. Clean your disk drive heads. If the problem persists, see Appendix B regarding diskette maintenance.

DISK IS FULL!

Problem: The drink recipe diskette does not have sufficient space for storage of your Entered/Modified recipe.

Solution: Either initialize a new drink recipe diskette or reorganize your recipe diskette (see Appendix B).

DRINK NAME ALREADY IN USE

Problem: The drink name being entered already exists on the drink recipe diskette.

Solution: Choose a different drink name.

DRINK NAME LIMIT EXCEEDED

Problem: An attempt to store more than 255 unique drink recipes on a recipe diskette is being made.

Solution: Create a new drink recipe diskette. (See Appendix B.)

DRINK 'drink-name' NOT FOUND

Problem: The drink being requested for retrieval, removal, or modification does not exist on the drink recipe diskette.

Solution: Check the drink name spelling. Reenter an alternative drink name. Obtain an index of drink names if you're unsure.

INGREDIENT LIMIT EXCEEDED!

Problem: An attempt to store more than 255 unique drink ingredients on a recipe diskette is being made.

Solution: Proceed with entry/modification. (Future retrievals may produce inaccurate results.) Identify commonality in ingredient naming (synonyms, plurals, etc.). Create a new drink recipe diskette for additional storage.

INGREDIENT 'ingredient-name' NOT FOUND

Problem: The ingredient being requested from an index does not exist on the drink recipe diskette.

Solution: Check your spelling. Reenter an alternative ingredient name.

INVALID RECIPE DISKETTE

Problem: The diskette inserted in drive #1 is not a valid drink recipe diskette.

Solution: Remove the diskette. Place a valid drink recipe diskette in disk drive #1.

INVALID SOFTWARE DISKETTE

Problem: The diskette inserted in drive #1 is not a valid Micro Barmate Software diskette.

Solution: Remove the diskette. Place a valid diskette in drive #1.

INVALID DRINK NAME

Problem: The drink name is blank.

Solution: Reenter the drink name.

PRINTER NOT READY

Problem: The print slot specified is not connected to an active printer.

Solution: Check the printer. Make sure it is on. Check the printer slot. Verify that it is correct.

Appendix B
Diskette Maintenance, Creation and Backup

DISKETTE REORGANIZATION

Micro Barmate allows you to search for drinks rapidly by intelligently managing drink data. On rare occasions your drink recipe diskette may become damaged. This may be due to an I/O error on your diskette. Warning messages such as DISK I/O ERROR! will appear. Micro Barmate provides a comprehensive drink recipe maintenance and reorganization facility which will attempt to remedy your diskette problems.

Additionally, if your drink recipe diskette is full of data, it can usually be reorganized by this facility. Micro Barmate will reclaim any unused space on your recipe diskettes due to modifications and removals. Your drink recipe diskette should be in tip-top shape after running it through this facility.

In order to run the Maintenance/Reorganization facility, you'll need a non-Micro Barmate diskette for booting purposes. Insert a 3.3 DOS diskette in drive #1. Turn on your video monitor and power switch. When you see a bracket (]) with the blinking cursor next to it, insert the Micro Barmate software diskette in drive #1. Run the Maintenance/Reorganization facility by typing:

RUN MBM.MAINTENANCE (RETURN)

Once loaded, this facility will request the drink recipe diskette. Insert the drink recipe diskette in drive #1, sit back and relax. When the index maintenance and data reorganization are completed, you will see the message MAINTENANCE COMPLETED on the screen.

CREATING ADDITIONAL DRINK RECIPE DISKETTES

Micro Barmate allows you to create additional drink recipe diskettes. Each newly created drink recipe diskette can store up to 255 recipes.

To create additional drink recipe diskettes you'll need a non-Micro Barmate diskette for booting purposes, as well as a blank diskette. Insert a 3.3 DOS diskette in drive #1. Turn on your video monitor

and power switch. Once you see the bracket (]) insert the Micro Barmate software diskette in drive #1. Run the diskette initialization program by typing

RUN MBM4 (RETURN)

When prompted, remove the software diskette and insert the diskette you wish to initialize as a recipe diskette. **This diskette will be completely overwritten.** Do not insert a valuable diskette. Press (CTRL-C) to continue.

Your disk drive will whir and clang for awhile, setting up the new diskette in Micro Barmate format. Once formatted, the new drink recipe diskette can be used for additional storage. Treat it as you would the recipe diskette which came with this Softsmith package.

BACKING UP ON YOUR APPLE OR FRANKLIN ACE

Your drink recipes are a valuable investment of time and creativity. The drink data is an information resource. To protect this resource, some simple procedures should be followed. These include creating backup copies of your drink recipe diskettes, cleaning your disk drive heads, and using high quality diskettes. Use the following instructions to make backup copies of your recipe diskettes.

Backing Up on Your Apple

1. Insert the System Master diskette in drive #1 and then turn on your computer.

2. When the] prompt appears, type

   RUN COPYA

3. The next four messages to appear on your screen check the configuration of your system and disk drive(s). The standard slot is #6. If you have a two-drive system, press (RETURN) for each of these messages. If you have a one-drive system, press (1) in response to the message DUPLICATE DRIVE 2.

4. After you have checked the configuration, remove the System Master diskette and insert the original diskette in drive #1, and your initialized blank diskette in drive #2. Follow the instructions on the screen to complete the copy operation.

Backing Up on Your Franklin Ace 1000

1. Insert the DOS Master diskette into drive A and turn on your computer.

2. When the] appears, type

   RUN COPY

3. A screen will appear which asks you to check the configuration of your disk drive(s). The standard slot is #6. If you have a two-drive system, press RETURN in response to all four messages. If you have a one-drive system, press 1 instead of RETURN in response to the fourth message, DRIVE 2.

4. After you have checked the configuration, the OK TO START COPY (Y OR N) ? message appears. Remove the System Master and replace it with the original diskette. Use an initialized blank diskette as your "destination" disk. Follow the instructions on the screen to complete the copy operation.

Appendix C
Glossary

The following computer-related words appear in this manual. Familiarize yourself with their meanings. Check this glossary if you forget a definition.

access: to make available a certain portion of the program by entering a particular command

ASCII: stands for "American Standard Code For Information Interchange." It is a system used by practically all computers today to represent all of the printable characters numerically

boot: to load a program by inserting your diskette(s) into the disk drive(s), and then turning on your computer

cursor: the small blinking square on the computer's screen which marks the spot where you type

data: the information that you type into the computer

data input area: a designated space on the computer screen into which information can be typed

default (noun): a value or specific aspect of a function which is assumed by the program unless the user types in another specification

default (verb): to assume a value when the user does not specify (or has not yet specified) one